

**Amendments to the Claims:**

This listing of claims will replace all prior versions and listings of claims in the application:

**Listing of Claims:**

Claim 1 (currently amended): A gaming device comprising:  
a housing defining at least one card slot sized to receive at least one resettable data card;  
a game operable upon a wager;  
a read-write device connected to the housing;  
a card transporter connected to the housing;  
a card support member holder connected to the housing and operable to support receive, hold and distribute a plurality of resettable data cards;  
a processor in communication with the read-write device and the card transporter; and  
a memory device in communication with the processor storing at least one instruction executable by the processor to cause at least one of the received resettable data cards to be stored within the housing after a designated event occurs.

Claim 2 (original): The gaming device of Claim 1, wherein the memory device includes at least one instruction for changing data on said resettable data cards.

Claim 3 (original): The gaming device of Claim 1, wherein the memory device includes at least one instruction for updating data on said resettable data cards.

Claim 4 (original): The gaming device of Claim 1, wherein the memory device includes at least one instruction for resetting said resettable data cards.

Claim 5 (original): The gaming device of Claim 1, wherein the memory device includes at least one instruction for erasing said resettable data cards.

Claim 6 (original): The gaming device of Claim 1, wherein the memory device includes at least one instruction for changing charged resettable data cards to blank resettable data cards.

Claim 7 (original): The gaming device of Claim 1, wherein the memory device includes at least one instruction for changing blank resettable data cards to charged resettable data cards.

Claim 8 (currently amended): The gaming device of Claim 1, wherein the memory device includes at least one instruction for causing ~~one of said~~ stored resettable data cards to be ~~stored in supported by the card holder support member~~ following ~~a particular~~ the designated event.

Claim 9 (currently amended): The gaming device of Claim 1, wherein the memory device includes at least one instruction for causing ~~one of said~~ stored resettable data cards to be dispensed from the housing following another designated event. ~~stored in the housing following a particular event.~~

Claim 10 (currently amended): The gaming device of Claim 1, wherein the memory device includes at least one instruction for causing one of said resettable data cards to be distributed by the card transporter. ~~holder.~~

Claim 11 (original): The gaming device of Claim 1, wherein each of the resettable data cards stores data selected from the group consisting of fund data, fund tracking data, cash data and credit data.

Claim 12 (currently amended): A gaming device comprising:  
a housing defining at least one card slot sized to receive at least one resettable data card;  
a game operable upon a wager;  
a read device connected to the housing;  
a write device connected to the housing;  
a card transporter connected to the housing;  
a card support member ~~holder~~ connected to the housing and operable to support receive, hold and distribute a plurality of resettable data cards;  
at least one a processor operatively coupled to ~~in communication with~~ the read device,; and the write device and the card transporter; and  
a memory device ~~in communication with~~ storing at least one instruction executable by the processor to cause at least one of the received resettable data cards to be stored within the housing after a designated event occurs.

Claim 13 (currently amended): A gaming device comprising:

- a housing defining at least one card slot sized to receive at least one resettable data card;
- a game operable upon a wager;
- a card support member ~~holder~~ connected to the housing and operable to support ~~receive, hold and distribute~~ a plurality of resettable data cards;
- a read-write device connected to the housing and operable ~~adapted~~ to receive, read and write to each of said resettable data cards;
- a card transporter connected to the housing and operable to move the resettable data cards between the read-write device and the card holder;
- at least one a processor in communication with the read-write device and operable to repeatedly reset said resettable data cards, the processor operatively coupled to the card transporter; and
- a memory device ~~in communication with~~ storing at least one instruction executable by the processor to cause at least one of the received resettable data cards to be stored within the housing after a designated event occurs.

Claim 14 (original): A gaming device comprising:

- a housing;
- a game operable upon a wager;
- at least one read-write device connected to the housing and operable to receive, read and write to a plurality of data cards;
- at least one card holder mounted inside the housing and operable to receive, hold and distribute a plurality of the data cards;
- at least one card transporter mounted inside the housing and operable to move a plurality of the data cards between the read-write device and the card holder;
- a processor in communication with the read-write device and the card transporter;
- at least one memory device in communication with the processor; and
- at least one instruction stored in the memory device, and operable to instruct the processor to direct a plurality of the data cards in a particular manner,

whereby following different events the processor causes one of the data cards to be dispensed to a player and a different one of the resettable data cards to be reset and stored in the housing.

Claim 15 (original): The gaming device of Claim 14, which includes a currency acceptor connected to the housing.

Claim 16 (original): The gaming device of Claim 14, whereby following predetermined events, the processor causes the gaming device to receive currency, initiate the game, terminate the game, retrieve one of the data cards from the card holder, change data on the retrieved data card and dispense the retrieved data card to the player.

Claim 17 (currently amended): The gaming device of Claim 14, whereby following predetermined events, the processor causes the gaming device to receive currency, initiate the game, terminate the game, retrieve ~~on~~ one of the data cards from the card holder, change said data card from a blank state to a charged state and dispense said data card to the player.

Claim 18 (original): The gaming device of Claim 14, whereby following predetermined events, the processor causes the gaming device to receive one of the data cards, initiate the game, terminate the game, reset the received data card, move the received data card to the card holder, retrieve one of the data cards from the card holder, change data on the retrieved data card and dispense the retrieved data card to the player.

Claim 19 (original): The gaming device of Claim 14, whereby following predetermined events, the processor causes the gaming device to receive one of the data cards, initiate the game, terminate the game, update data on said data card and return said data card to the player.

Claim 20 (original): The gaming device of Claim 14, which includes a plurality of read-write devices.

Claim 21 (original): The gaming device of Claim 14, which includes a plurality of card holders.

Claim 22 (original): The gaming device of Claim 14, which includes a plurality of card transporters.

Claim 23 (original): The gaming device of Claim 14, wherein each of the data cards includes data selected from the group consisting of fund data, fund tracking data, cash data and credit data.

Claim 24 (currently amended): A gaming device comprising:

- a housing defining at least one card slot sized to receive at least one resettable data card;
- a game operable upon a wager;
- means connected to the housing for reading a plurality of resettable data cards;
- means connected to the housing for writing to the resettable data cards;
- ~~holding~~ support means connected to the housing for supporting receiving,  
~~holding and distributing~~ a plurality of the resettable data cards;
- transporting means connected to the housing for moving a plurality of the resettable data cards between said ~~holding~~ support means and said reading means or said writing means;
- a processor in communication with the reading means, the writing means and the transporting means; and
- a memory device ~~in communication with~~ storing at least one instruction executable by the processor to cause at least one of the received resettable data cards to be stored within the housing after a designated event occurs.

Claim 25 (currently amended): A data card ~~for~~ usable in a gaming device having a game operable upon a wager, said gaming device including a housing, the housing defining at least one card slot sized to receive at least one data card, the gaming device including a read-write device connected to the housing, a card transporter connected to the housing, a card ~~holder~~ support member connected to the housing and operable to ~~receive, hold and distribute~~ support said ~~at least one~~ data card, a processor in communication with the read-write device, the processor operatively coupled to the card transporter, the gaming device having and a memory device storing at least one instruction executable by ~~in communication with the processor to cause~~, said data card to be stored within the housing after the processor determines that said data card has a designated condition, said data card comprising:

a body ~~suitably sized to pass through the card slot; for storage in the card holder;~~  
a card memory device connected to the body, the card memory device operable to store data associated with a presence of the designated condition; and  
means connected to the body for interfacing with the read-write device, the means enabling the processor of the gaming device to read said data to determine whether the designated condition is present.

Claim 26 (original): The data card of Claim 25, wherein said card memory device is operable to store data which can be repeatably rewritten.

Claim 27 (original): The data card of Claim 25, wherein said card memory device is operable to store data which can be repeatably erased.

Claim 28 (original): The data card of Claim 25, wherein said card memory device is operable to store data which can be repeatably reset.

Claim 29 (original): The data card of Claim 25, wherein said data card is operable to be repeatably changed from a charged state to a blank state.



Claim 30 (original): The data card of Claim 25, wherein said data card is operable to be repeatably changed from a charged state to a face value state.

Claim 31 (original): The data card of Claim 25, wherein the body includes an outer surface, and the interface means includes a plurality of contacts attached to the outer surface.

Claim 32 (original): The data card of Claim 25, wherein the body includes an outer surface, and the interface means includes magnetic material attached to the outer surface.

Claim 33 (original): The data card of Claim 25, wherein the body includes an outer surface, and the interface means includes optical material attached to the outer surface.

Claim 34 (original): The data card of Claim 25, wherein the body includes an outer surface, and the interface means includes recordable material attached to the outer surface.

Claim 35 (original): The data card of Claim 25, wherein the body includes an outer surface, and the interface means includes codable material attached to the outer surface.

Claim 36 (original): The data card of Claim 25, which includes a data card processor connected to the body.

Claim 37 (original): The data card of Claim 25, wherein the card memory device stores data selected from the group consisting of fund data, fund tracking data, cash data and credit data.

Claim 38 (currently amended): A data storage device for a gaming device having a game operable upon a wager, said gaming device including a housing, the housing defining at least one card slot sized to receive at least one data card, the gaming device including; a read-write device connected to the housing; a card transporter connected to the housing; a card support member ~~holder~~ connected to the housing and operable to support receive, hold and distribute at least one of the data cards; and a processor in communication with the read-write device, the processor operatively coupled to the card transporter, said data storage device comprising: a plurality of instructions adapted to direct the processor to cause the gaming device to:

- (a) receive one of the data cards through the card slot, the received data card storing data associated with a certain amount of currency;
- (b) designate for a player a certain amount of credits which corresponds to the amount of currency ~~received~~;
- (c) initiate the game;
- (d) enable the player to gain and lose credits while playing the game;
- (e) determine whether any credits remain ~~track any credit gains and losses~~;
- (f) store the received ~~retrieve a~~ data card within the housing if no credits remain ~~from the card holder; and~~
- (g) if credits remain: (i) change cause the data on the retrieved received data card to correspond to the remaining credits; and (ii) dispense said the data card to the player.

Claim 39 (original): The data storage device of Claim 38, wherein the instructions are stored on at least one disk.

Claim 40 (original): The data storage device of Claim 39, wherein the disk is magnetic.

Claim 41 (original): The data storage device of Claim 39, wherein the disk is optical.

Claim 42 (original): The data storage device of Claim 39, wherein the disk is a CD-ROM.

Claim 43 (original): The data storage device of Claim 38, wherein the instructions are stored on at least one tape.

Claim 44 (original): The data storage device of Claim 38, wherein the data includes data selected from the group consisting of fund data, fund tracking data, cash data and credit data.

Claim 45 (currently amended): A data storage device for a gaming device having a game operable upon a wager, said gaming device including a housing, the housing defining at least one card slot sized to receive at least one data card, the gaming device including; a read-write device connected to the housing; a card transporter connected to the housing; a card support member holder connected to the housing and operable to support receive, hold and distribute at least one a plurality of data cards; and a processor in connection with the read-write device, the processor operatively coupled to the card transporter, said data storage device comprising: a plurality of instructions adapted to direct the processor to cause the gaming device to:

(a) receive a data card through the card slot, the received data card storing data associated with a certain amount of currency;

(b) designate for a player a certain amount of credits which corresponds to the amount of currency ~~received~~;

(c) initiate the game;

(d) enable the player to gain and lose credits while playing the game;

(e) determine whether any credits remain ~~track any credit gains and losses~~;

(f) store the received data card within the housing if no credits remain; and retrieve a blank data card from the card holder;

(g) if credits remain: (i) cause the change data on the received the blank data card to correspond to the remaining credits; and (ii) dispense said a charged data card to the player.; and

~~—(h)—dispense the charged data card to the player.~~

Claim 46 (original): The data storage device of Claim 45, wherein the instructions are stored on at least one disk.

Claim 47 (original): The data storage device of Claim 46, wherein the disk is magnetic.

Claim 48 (original): The data storage device of Claim 46, wherein the disk is optical.

Claim 49 (original): The data storage device of Claim 48, wherein the disk is a CD-ROM.

Claim 50 (original): The data storage device of Claim 45, wherein the instructions are stored on at least one tape.

Claim 51 (original): The data storage device of Claim 45, wherein the data includes data selected from the group consisting of fund data, fund tracking data, cash data and credit data.

Claim 52 (original): A data storage device for a gaming device having a game operable upon a wager, said gaming device including a housing; a read-write device connected to the housing; a card transporter connected to the housing; a card holder connected to the housing and adapted to receive, hold and distribute at least one data card; and a processor which is electronically connected to the read-write device, said data storage device comprising: a plurality of instructions adapted to direct the processor to cause the gaming device to:

- (a) receive a data card having a certain amount of credit units;
- (b) designate for a player a certain amount of credits which corresponds to the amount of credit units on the received data card;
- (c) initiate the game;
- (d) enable the player to gain and lose credits while playing the game;
- (e) track any credit gains and losses;
- (f) reset the received data card;
- (g) move the received data card to the card holder;
- (h) retrieve a data card from the card holder;
- (i) change data on the retrieved data card; and
- (j) dispense the retrieved data card to the player.

Claim 53 (original): The data storage device of Claim 52, wherein the instructions are stored on at least one disk.

Claim 54 (original): The data storage device of Claim 53, wherein the disk is magnetic.

Claim 55 (original): The data storage device of Claim 53, wherein the disk is optical.

Claim 56 (original): The data storage device of Claim 53, wherein the disk is a CD-ROM.

Claim 57 (original): The data storage device of Claim 52, wherein the instructions are stored on at least one tape.

Claim 58 (original): The data storage device of Claim 52, wherein the data includes data selected from the group consisting of fund data, fund tracking data, cash data and credit data.

Claim 59 (currently amended): A data storage device for a gaming device having a game operable upon a wager, said gaming device including a housing; a card entry wall connected to the housing, the card entry wall defining at least one card slot sized to receive at least one data card, the gaming device having a read-write device connected to the housing; a card transporter connected to the housing; a card support member holder connected to the housing and operable to support receive, hold and distribute at least one of the data cards; and a processor which is electronically connected to the read-write device, said data storage device comprising: a plurality of instructions adapted to direct the processor to cause the gaming device to:

(a) receive one of the data cards through the card slot, the received data card storing data associated with a data card having a certain amount of credit units;

(b) designate for a player a certain amount of credits which corresponds to the amount of credit units on the received data card;

(c) initiate the game;

(d) enable the player to gain and lose credits while playing the game;

(e) track any credit gains and losses;

(f) update the received data card; and

(g) dispense the received data card to the player if a designated event occurs; and

(h) store the received data card within the housing if another designated event occurs.

Claim 60 (original): The data storage device of Claim 59, wherein the instructions are stored on at least one disk.

Claim 61 (original): The data storage device of Claim 60, wherein the disk is magnetic.

Claim 62 (original): The data storage device of Claim 60, wherein the disk is optical.

Claim 63 (original): The data storage device of Claim 60, wherein the disk is a CD-ROM.

Claim 64 (original): The data storage device of Claim 59, wherein the instructions are stored on at least one tape.

Claim 65 (original): The data storage device of Claim 59, wherein the data card stores data selected from the group consisting of fund data, fund tracking data, cash data and credit data.



Claim 66 (currently amended): A gaming device having a game operable upon a wager, the gaming device comprising:

a housing;

a card entry wall connected to the housing, the card entry wall defining a slot sized to receive at least one data card;

an assembly supported by the housing, the assembly having a read-write device, a graphics printing device and a graphics erasing device;

a data card support member ~~holder~~ supported by the housing;

at least one data card transporter supported by the housing;

a processor in communication with the read-write device, the graphics printing device, the graphics erasing device and the data card transporter; and

a memory device in communication with storing at least one instruction executable by the processor to cause the data card to be stored within the housing after a designated event occurs.

Claim 67 (original): The gaming device of Claim 66, wherein the read-write device includes a magnetic interface.

Claim 68 (original): The gaming device of Claim 66, wherein the graphics printing device includes a heat source.

Claim 69 (original): The gaming device of Claim 66, wherein the graphics erasing device includes a heat source.

Claim 70 (original): The gaming device of Claim 66, wherein the card holder defines an opening having a size greater than a size of a data card, the data card having a memory member and a thermosensitive recording member.

Claim 71 (original): The gaming device of Claim 66, wherein the read-write device includes an interface which transfers data to a data card wherein the data is selected from the group consisting of fund data, fund tracking data, cash data and credit data.

Claim 72 (currently amended): A data card for use in conjunction with a gaming device under control of a processor, the gaming device having a game operable upon a wager; a housing; a card entry wall connected to the housing, the card entry wall defining a slot sized to receive at least one data card, the gaming device including an assembly supported by the housing, the assembly having a read-write device, a graphics printing device and a graphics erasing device; a data card support member holder supported by the housing, the card support member holder defining an opening with a size; at least one data card transporter supported by the housing; a processor in communication with the read-write device, the graphics printing device, the graphics erasing device and the data card transporter; and a memory device storing at least one instruction executable by in-communication with the processor to cause said data card to be stored within the housing after the processor determines that said data card has a designated condition, the said data card comprising:

a body having a size less than the size of the opening defined by the card support member holder;

a memory member connected to the body, the memory member operable to store data associated with a presence of the designated condition, said data being usable by the processor of the gaming device to determine whether the designated condition is present; and

a separate thermosensitive recording member connected to the body.

Claim 73 (original): The data card of Claim 72, wherein the memory member includes a magnetic code.

Claim 74 (original): The data card of Claim 72, wherein the memory member includes a processor.

Claim 75 (original): The data card of Claim 72, wherein the thermosensitive recording member includes a low-molecular weight material.

Claim 76 (original): The data card of Claim 72, wherein the thermosensitive recording member has a plurality of different light transmission states associated with different levels of heat.

Claim 77 (original): The data card of Claim 76, wherein the light transmission states include a state selected from the group consisting of a transparent state and an opaque state.

Claim 78 (original): The data card of Claim 76, wherein each of the light transmission states is associated with a graphical characteristic selected from the group consisting of black, white, color, shade and intensity.

Claim 79 (original): The data card of Claim 72, wherein the thermosensitive recording member has a plurality of different chemical states associated with different levels of heat.

Claim 80 (original): The data card of Claim 79, wherein each of the chemical states is associated with a graphical characteristic selected from the group consisting of black, white, color, shade and intensity.

Claim 81 (original): The data card of Claim 72, wherein the memory member stores data selected from the group consisting of fund data, fund tracking data, cash data and credit data.

Claim 82 (currently amended): A method for operating a gaming device, the method comprising:

- (a) receiving a data card from a player, the data card storing data and displaying graphics;
- (b) reading the data on the data card;
- (c) thermally erasing the graphics displayed on the data card;
- (d) enabling the player to play at least one game;
- (e) determining a balance of credit units for the player;
- (f) storing data on the card which is associated with cashed based on said credit units;
- (g) thermally recording graphics on the data card; ~~and~~
- (h) dispensing the data card to the player upon an event; and
- (i) storing the data card within the housing upon another event.

Claim 83 (original): The method of Claim 82, wherein the graphics include text describing player-specific information.

Claim 84 (original): The method of Claim 82, wherein the step of dispensing the data card to the player upon an event includes the step of dispensing the data card to the player if the balance of credit units is greater than zero.

Claim 85 (original): The method of Claim 82, which includes the step of transmitting information related to the balance of credit units to a pay verification system.

Claim 86 (original): The method of Claim 82, which includes the step of retaining the data card if the balance of credit units is zero.

Claim 87 (original): The method of Claim 82, wherein the step of storing data on the card includes the step of storing data selected from the group consisting of fund data, fund tracking data, cash data and credit data.

Claim 88 (new): A gaming device comprising:  
a housing;  
a game operable upon a wager;  
a read-write device connected to the housing;  
a card transporter connected to the housing;  
a card holder connected to the housing and operable to receive, hold and distribute a plurality of resettable data cards;  
a processor in communication with the read-write device; and  
a memory device in communication with the processor, the memory device including at least one instruction causing one of said resettable data cards to be stored in the card holder following a particular event.

Claim 89 (new): The gaming device of Claim 88, wherein each of the resettable data cards stores data selected from the group consisting of fund data, fund tracking data, cash data and credit data.

Claim 90 (new): A gaming device comprising:  
a housing;  
a game operable upon a wager;  
a read-write device connected to the housing;  
a card transporter connected to the housing;  
a card holder connected to the housing and operable to receive, hold and distribute a plurality of resettable data cards;  
a processor in communication with the read-write device; and  
a memory device in communication with the processor, the memory device including at least one instruction causing one of said resettable data cards to be stored in the housing following a particular event.

Claim 91 (new): The gaming device of Claim 90, wherein each of the resettable data cards stores data selected from the group consisting of fund data, fund tracking data, cash data and credit data.

Claim 92 (new): A method for operating a gaming device, the method comprising:

- (a) receiving a data card from a player, the data card storing data and displaying graphics;
- (b) reading the data on the data card;
- (c) thermally erasing the graphics displayed on the data card;
- (d) enabling the player to play at least one game;
- (e) determining a balance of credit units for the player;
- (f) storing data on the card which is associated with cash based on said credit units;
- (g) thermally recording graphics on the data card;
- (h) retaining the data card following an event wherein the balance of credit units is zero; and
- (i) dispensing the data card to the player following another event.

Claim 93 (new): The method of Claim 92, wherein the graphics include text describing player-specific information.